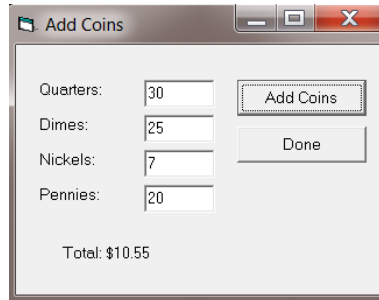


CHAPTER 7

PROGRAMS

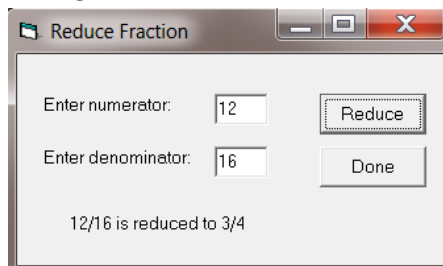
1. Create an Add Coin program that allows the user to enter numbers of quarters, dimes, nickels, and pennies and then displays the total dollar amount. The program should look like the following:



The 'Add Coins' window has a title bar with a minus, maximize, and close button. Inside, there are four input fields labeled 'Quarters:', 'Dimes:', 'Nickels:', and 'Pennies:'. The values entered are 30, 25, 7, and 20 respectively. To the right of these fields are two buttons: 'Add Coins' and 'Done'. At the bottom of the window, a label displays 'Total: \$10.55'.

Your program code should use a `TotalDollars` procedure that has `intQuarters`, `intDimes`, `intNickels`, and `intPennies` value parameters to assign the result to the label on the form.

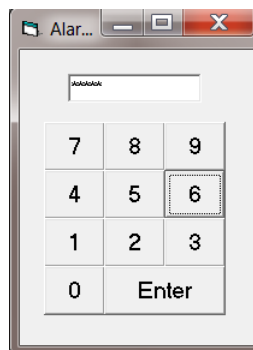
2. Create a Reduce Fraction program that takes an integer numerator and denominator of a fraction and then displays the fraction reduced or a message stating the fraction cannot be reduced. A fraction may be reduced by finding the largest common factor and dividing both the numerator and denominator by this factor. The program should look similar to the following:



The 'Reduce Fraction' window has a title bar with a minus, maximize, and close button. It contains two input fields: 'Enter numerator:' with the value 12, and 'Enter denominator:' with the value 16. To the right are 'Reduce' and 'Done' buttons. Below the input fields, a label displays the result: '12/16 is reduced to 3/4'.

Your program code should use a `Reduce` procedure that has `intNum` and `intDenom` reference parameters and changes the value of these parameters, if necessary, to the reduced values.

3. Your office building uses an alarm system that requires those wishing to gain entry to enter a master code and then press Enter. The master code for your office building is 62498. Create an Alarm System program that displays a message box with an appropriate message if the user clicks on the correct numbers and then clicks on Enter. The program should look like the following after the 5 numbers are clicked:



The 'Alarm System' window has a title bar with a minus, maximize, and close button. It features a text input field at the top. Below it is a numeric keypad with buttons for digits 7, 8, 9, 4, 5, 6, 1, 2, 3, 0, and an 'Enter' button. The button '6' is highlighted with a dashed border, indicating it is the currently selected digit.

Your program code should use a `VerifyCode` function that has an `intCode` parameter and returns `True` if `intCode` matches the master code and `False` if `intCode` does not match the master code.